Farming Journey Technical Design Document

Explore, Collect, Plant, Grow, Harvest, Restore, Thrive.

**To do:**

Dialogue

Day and Night – 24 hr day

Player Movement & Animation Smoothing

**Systems**

* **Scripts**

**Movement**

* **Player Controller**

**Jumping**

* **Player Elemental Use**

**Collecting**

* **Player Collision**
* **Game Manager**

**Planting**

* **Player Elemental Use**
* **Game Manager**

**Growing**

* **Player Elemental Use**
  + **Apple Trees - Air**
  + **Sunflower - Bees**
  + **Vines – new areas**
  + **Raspberry Bushes - Bears**

**Animations**

* **Player Controller**

**Spirit/Animal Interactions based on Active Plants**

**Time tracking?**

**Evolve Animals to progress in the Spirit Journey**

**Cleaning the Earth**

**How to Win**

**AI**

**Seeds fall slowly from tree after \_\_ and stop when they collide with the ground**